

GD Leen (Import) FAQ/Walkthrough

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Updated to v1.5 on Oct 11, 2007

GD LEEN

(c) 1991 SETA/YUTO RAMON

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GUIDE

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VERSION HISTORY

v1.0 (04/28/04) - Initial release.

***I added some cheat codes and about the game.

Please use these cheat codes.

EXP obtained when one enemy is defeated 7E0AA4FF
Don't encounter the enemy while moving 7E0824FF

These codes will work.

Infinite Gold	7E0F3EFF
	7E0F3FFF
	7E0F40FF
Magic Stones	7E0F41FF
	7E0F42FF

I am not sure if these codes (gold and magic stones) will work.

About The Game

An RPG based on the PC version 'Digan no Maseki.' The story of the hero Ryu who makes an emergency landing on planet GD LEEN, and goes on an adventure searching for a way to return to Earth. There is also a command of consulting with the enemy, and then, the enemy monster becomes a friend and fights together.

Lulua Forest

Go all the way northwest to the Ruins of Water Palace.

Ruins of Water Palace

First, go up the stairs to 2F into the room on the left, and search the cabinet on the right for 500G. Now, go into the other room at the top, and search the treasure chest for monster call. Then, go down the stairs into another area of 1F, and search the treasure chest for the historical book. Return back to 1F, and go down the stairs to B1. Search the treasure chest for antidote flower, and then go all the way to the left until you reach Taranto. Fight Taranto who is blocking the area at the back. After defeating Taranto, Ryu gets 600EXP and 1000G. Now, go thru that area and search the treasure chest for an ointment. Now, go up the stairs to 1F, and search the cabinet for a magic stone piece. After that, go thru the door, exit the ruins, and go into Lulua Forest.

Lulua Forest

Go all the way northwest until you reach an area with high wall. Just walk thru the right side of that wall into Fana's Spring.

Fana's Spring

Go all the way east until you reach the water area. Now, go into the water area, and meet Fana. Choose "yes" twice to make her join Ryu. After that, go all the way east to exit the spring into another area of Lulua Forest.

Lulua Forest

Go all the way to the northwest side of the hill, and as the duo goes down the stairs, they will be ambushed by the two soldiers of the Bavaris Army. Choose either "yes" or "no." Then, Bavaris' soldiers will put the duo into a room on the 2F of the tower in Bavaris Position.

Bavaris Position

First, go and search the front of the table to get the table foot. Then, go and search the front of the bed to get the sheets. Now, go in front of the wall area. Press the A button to make the menu appear, select "tool" and then "various." Select "table foot" and "use it" to destroy a portion of the wall. Now, go thru that opened wall into a balcony area with a treasure chest. Search the treasure chest for a bronze sword, mail, and leather shield, and make sure to equip Ryu with those three equipments since his equipments were taken away from him. Press the A button to make the menu appear, select "tool" and then "various." Select "sheets" and "use it" to make a hook rope. Select "tool" and then "properties." Now, go to the right corner of the wooden balcony in front of the small open area and select the "hook rope" to climb down. On the tower 1F, there is a locked door with a treasure chest. Go into the house on the left, and search the treasure chests for an ointment, antidote flower, spikes, and cloth clothes. Go into the house on the left, and search the treasure chests for needle whip, laser gun, space suit, and helmet. Now, go to the gate, and speak to Kalon who will give Ryu the passing note. After that, exit and go into Lulua Forest.

Lulua Forest

Go southeast and speak to the medical orderly if the duo is very low on HP. Choose "yes" by pressing the A button to make him recover the duo's HP & MP. Now, go further northeast to Mayor Position.

Mayor Position

Speak to the porter, and show him the passing note. Choose "yes," and the porter will take the duo inside of Mayor tent. After speaking to Kalon, reply with "yes" to make Rood become a friend. There are three separate shops that sell tools, protector, and weapon. Make to buy 50 ointments and 15 antidote flowers at the tool shop. There is also a pawnshop where you can deposit or withdraw an item since you can only hold a small amount of different items in the menu. Now, go to the upper right corner, and search the treasure chest for the key of light. After that, leave, and go into Lulua Forest.

Lulua Forest

Go all the way south to Governor Shrine.

Governor Shrine

At the entrance, Fana will be kidnapped by a Bavaris soldier. Go thru the

door on the left or right to 1F, and search the treasure chest for Digan's magic stone, delicious food, ointment, 1000G, mole call, solar rod, and moon rod. On that floor, go to the center into a large room, and speak to the Shinto Priest Rubias. There are also two small separate rooms with locked door that have treasure chests. Go back to the entrance area, and go up the stairs to 3F. Go thru the door, and speak to Shinto Priest Zezeshisu. Fight the enemies that are around Zezeshisu. Go back to the entrance area, and go down the stairs to 2F. Go thru the door on the right to 2F, and search the treasure chest for an ointment, the roar of a freshly severed head, and a powder bag of poison. The stairs nearby the upper right corner takes you to B1. On B1, search the treasure chest for a beautiful jewelry. Go back to the entrance area, and go thru the door on the left to 2F, and search the treasure chest for Edda's secret medicine. The stairs nearby the center area takes you to another area of 3F. On 3F, search the treasure chest for monster call. Now, go to the upper left corner, and go down the stairs to another area of B1. On B1, search the treasure chest for polished stone sword and gambling card. Go all the way to the lower right corner, and go down the stairs to B2. After speaking to Doran, go to where Zeguma is at. Fight Zeguma. After defeating Zeguma, Ryu and Rood get 1500EXP and 6990G. Go to the room at the back, and Fana will rejoin the group. Make sure re-equip Fana with her equipments. Now, go in front of the door which is Gate of Time. Press the A button to make the menu appear, select "tool" and then "various." Select the "key of light" and "use it" to open the Gate of Time to teleport to Edona's Capital.

Edona's Capital

The porter meets the trio at the door and take them to 2F of the Governor Shrine to see Vazan. Choose "yes." Now, leave the shrine and go into the town area. First, speak to the young man who is standing in the front of the private house to hear the rumor of Lemita. Then, speak to the magician who is standing on the right side of that same house to hear the rumor of Tao Ho and the Ruins of Grande. Inside of the magic temple 1F, there is a room with a locked door that has a treasure chest. There is a tool shop, a protector shop, a weapon shop, a inn and a pawnshop. After that, leave, and go all the way southeast to the Ruins of Grande.

Ruins of Grande

On 1F, go to the upper right corner, and go down the stairs to B1. The items found inside of the treasure chests that are in different sectors of B1 are antidote flower, an ointment, 500G, magic shield, 1000G, agile card. There is a locked door with a person inside on a different sector of B1. On B1, go to the upper left corner, and go down the stairs to B2. The items found inside of the treasure chests on B2 are a mark child, silver thin kimono, Edda's secret medicine x2, monster call, a feather of hair ornaments, dragon call, cold water. Also, on B2, the stairs nearby will take the trio down to B3 where there is a locked door with a treasure chest. On B2, go to the bottom where the stairs is at, and go up that stairs to a different sector of 1F. The items found inside of the treasure chests on 1F are a powder bag of poison, walnut of strength, Digan's magic stone, a fighting glove. On 1F, go all the way to the left, and go down the stairs to a different sector of B2. On B2, go all the way to the lower left corner, and go down the stairs to a different sector of B3. On B3, go to where Tao Ho is at, and speak to him. The items found inside of the treasure chests on B3 are Edda's secret medicine x2, a beautiful jewelry, 1G, 2000G, walnut of strength. There is also another locked door with a treasure chest on B3. Now, press the A button to make the menu appear, select "tool" + "properties" + "mole call" + "use it" to leave the ruins. After that, return back to Edona's Capital.

Edona's Capital

Go to the Governor Shrine, and go up the stairs on the lower right to 2F. On 2F, speak to Vazan to get the tower key. After that, go to the right side of Governor Shrine's building to Edona's Tower.

Edona's Tower

On 1F, go in the front of the door. Press the A button to make the menu appear, select "tool", "various" and then the "tower key" to open the door. The items found inside of the treasure chests on 1F are Digan's magic stone, 500G, 1000G, an ointment x2, Edda's secret medicine, half plate, mole call. Go up the stairs to 2F. The items found inside of the treasure chests on 2F are 800G, magic shield, a beautiful jewelry, a mark child, Edda's secret medicine. On 2F, go all the way to the upper left corner, and go up the stairs to 3F. On 3F, go up the stairs to 4F. The items found inside of the treasure chests on 3F are ice cap, mole call, an ointment, tokashizake, a mark child, magic shield. On 4F, go to the upper right, and go down the stairs to a different sector of 2F. The items found inside of the treasure chests on 4F are an ointment x2, spikes, antidote flower, a magic stone piece x5, a powder bag of poison, silver magic clothes, solar rod. There are also two locked doors with a treasure chest on 4F. On 2F, go to where Fupee is at, and fight it. After defeating Fupee, the trio gets 1500EXP and 0G. Now, go to the room at the back and search the treasure chest for the spell book. Press the A button to make the menu appear, select "tool" + "properties" + "mole call" + "use it" to leave the tower. After that, return back to the Ruins of Grande.

Ruins of Grande

Go all the way to B3 where Tao Ho is at, and speak to him. As Rood leaves the group, Tao Ho will take his place. Make sure to equip Tao Ho with his equipments. Fight Hatty. After defeating Hatty, the trio gets 2000EXP and 900G. After speaking to Lemita, the trio will automatically return to Lemita's house in Edona's Capital.

Edona's Capital

Lemita's father will give Ryu 1000G and a revival stone, walnut of strength, agile card. Now, go to the Governor Shrine and speak to Vazan. After Fana parts from the group, leave the capital, and go all the way northeast to Kartia Village.

Kartia Village

After the event, go to Rutofa's house which is in the far upper right corner to 2F, and speak to him. There is a tool shop, a inn and a pawnshop. Make sure to buy about 4 hook ropes at the tool shop. After that, leave, and go all the way northwest to Eures' Capital.

Eures' Capital

Go to the Sun Shrine on 1F, and speak with Luna. There is a locked door with a reasure chest on 2F. There is a inn. After that, leave, and go all the way north to Yore Village.

Yore Village

Speak to the two elders who are standing nearby the gate. There is a inn and a pawnshop. After that, leave, and return back to Eures' Capital.

Eures' Capital

The protector shop is now open. Go to the Sun Shrine, and speak to Luna who will now join the duo. The weapon shop is now open. After that, leave, and go all the way northwest to the Cave of Darkness.

Cave of Darkness

Luna opens the door with the shrine maiden's power. [Tao Ho's magic2 of magic seal (10 MP) can temporarily prevents an encounter with the enemies]. On 1F, go to the upper right corner, and go down the stairs to B1. The items found inside of the treasure chests on 1F are 1000G, thunder rod, an ointment. On B1, go to the far left corner, and go down the stairs to B2. The items found inside of the treasure chests on B1 are dragon call, hook rope, flame bow and arrows, walnut of strength, flame glove, Edda's secret medicine. On B2, go to the lower left corner where there is a ledge. Go in front of that ledge, press the A button to make the menu appear, select "tool" then hook rope to go downward onto next ledge below to B3. The items found inside of the treasure chests on B2 are Digan's magic stone, thorn armor, hook rope. On B3, go all the way to the upper right corner where the 4 Shinto Priest Suhl are at. Fight the 4 Shinto Priest Suhl. After defeating the 4 Shinto Priest Suhl, the trio gets 4000EXP and 996G. Go in front of the locked door, press the A button to make the menu appear, select "magic" + "Luna" + "magic2" + "the shrine maiden's power (20MP)" to open the door. Go thru that door, and go all the way to the right to where Brestra is at. Fight Brestra. After defeating Brestra, the trio gets 3000EXP and 1200G. The items found inside of the treasure chests on B3 are 1300G, shell shield, Digan's magic stone, a magic stone piece x6, monster call, clothes of hair, flipping fame. There is a locked door with a treasure chest in a different area of B3. As Luna leaves the group, Fana will take his place. Make sure to equip Fana with her equipments. Press the A button to make the menu appear, select "tool" + "properties" + "mole call" + "use it" to leave the cave. After that, go all the way back to Kartia Village.

Kartia Village

Go to Rutofa's house, and speak to him. After that, leave, and go all the way northwest to the Cave of Treasures which is on the east side of Eures' Capital.

Cave of Treasures

Go all the way to the right, and go down the stairs to B1. The items found inside of the treasure chests on 1F are silver magic clothes, a beautiful jewelry x2, an ointment, golden armor, Digan's magic stone. On B1, go all the way to the upper right, and go down the stairs to B2. The items found inside of the treasure chests on B1 are clothes of hair, hook rope, jamon armor, an ointment. On B2, go all the way to the upper right, and go down the stairs to B3. The items found inside of the treasure chests on B2 are hook rope, the roar of a freshly severed head, a beautiful jewelry, hook rope, Edda's secret medicine. On B3, go all the way to the lower left, and go down the stairs to B4. The items found inside of the treasure chests on B3 are magic shield, prayer hat, an ointment, magic stone piece x7, 1500G, gambling card. On B4, go all the way to the upper right, and search the treasure chest for the magic key. After that, go all the way back to B2. The items found inside of the treasure chests on B4 are 1300G, 3000G, thunder rod, tokashizake, agile card, a beautiful jewelry. There is also a locked door with a treasure chest on B4. On B2, go all the way to the lower left, and go down the stairs to B3. On B3, go to the left, and go up the stairs to B2. On B2, go all the way to

the far lower left corner, and go down the stairs to B3. On B3, go all the way to the right, and go down the stairs to B4. On B4, go all the way to the upper right, and walk into the hole. Then, press the A button to make the menu appear, select "tool" then "hook rope" to go downward to B5. On B5, go all the way to the upper right, and go in front of the locked door. Press the A button to make the menu appear, select "tool" + "various" + "magic key" to open the door. After that, go thru that door, search the treasure chest for the ball of evening glow (1-5). The items found inside of the treasure chests on B5 are Digan's magic stone, antidote flower, a beautiful jewelry, monster call, magic stone piece x10, 1000G, magic stone piece x4, a mark child, tokashizake, 1200G, 700G, 500G, flipping armor. Press the A button to make the menu appear, select "tool" + "properties" + "mole call" to leave the cave. After that, leave, and go all the way back to Edona's Capital.

Edona's Capital

Go to the right side of Governor Shrine's building to Edona's Tower.

Edona's Tower

Go to 4F, and go in front of the darkish color door. Press the A button to make the menu appear, select "tool" + "various" + "magic key" to open that door. Then, go thru that door, search the treasure chest for the ball of blue sky (2-5). Now, press the A button to make the menu appear, select "tool" + "properties" + "mole call" + "use it" to leave the tower. After that, leave, and go all the way back to the Ruins of Grande.

Ruins of Grande

Go to B3, and go in front of the darkish color door. Press the A button to make the menu appear, select "tool" + "various" + "magic key" to open that door. Then, go thru that door, search the treasure chest for the ball of morning glow (3-5). Now, press the A button to make the menu appear, select "tool" + "properties" + "mole call" + "use it" to leave the ruins. After that, leave, and go all the way back to Eures' Capital.

Eures' Capital

The pawnshop and tool shop are now open. Go to the Sun Shrine to 2F, and go in front of the darkish color door. Press the A button to make the menu appear, select "tool" + "various" + "magic key" to open that door. Then, go thru that door, search the treasure chest for the ball of sun (4-5). After that, leave, and go all the way northeast to Rigold's Capital.

Rigold's Capital

General Derain will meet the trio at the entrance. There is a pawnshop, inn, protector shop, weapon shop, and tool shop. Go into the private house on the left that is nearby the gate, and speak to the boy. Leave that private house, go a little to the right, and speak to the doctor who is standing by himself in front of a house. After the small event at the private house, leave, and go to the far upper right to the Museum to 3F. Go in front of the darkish color door. Press the A button to make the menu appear, select "tool" + "various" + "magic key" to open that door. Then, go thru that door, and search the treasure chest for the ball of starlit sky (5-5). Go to the Governor Shrine which is on the left side of the Museum. In the shrine, go to the right, and go down the stairs to B1. On B1, go all the way to the left. Go in front of the door with 5 holes. Press the A button to make the menu appear, select "tool" + "various" + "ball of evening glow" + "ball of blue sky" + "ball of morning glow" + "ball of sun" + "ball of starlit sky"

to insert the 5 balls into that door. After the door opens, General Derain will come by. Choose "yes" to the question to make General Derain join to become the fourth and final member of the group. Now, go thru that door, and fight the deity statue of Gura. After defeating the deity statue of Gura, the group gets 4000EXP and 1500G. After that, go further up, and go in front of the door which is the Gate of Time. Press the A button to make the menu appear, select "tool" + "various" + "key of light" to open the Gate of Time to teleport to the Transmission Room.

Transmission Room

In this room, there are 5 Gates of Time. Some of the robot enemies here are tough to beat so just use Tao Ho's magic2 of magic seal (10 MP) to temporarily prevents an encounter with the robot enemies. The items found inside of the treasure chest is Digan's magic stone. Go go thru the door at the bottom to leave the transmission room to enter the Closed Area.

Closed Area

The items found inside of the treasure chests along the way are Digan's magic stone x6, Goldie's rod, an ointment, Ryue's robe, Corum's vest, ray buster (1-12), ray blade (2-12). Go thru the door on the lower right into the Caldernian's dwelling, and speak to the him. The Caldernian will then show the group to the Landing Place, and then give you the key of Grande. Now, it istime to go on a side quest to collect the 12 Governors' equipments. Go back to the Transmission Room.

Transmission Room

Go in front of the Gate of Time in the upper right. Press the A button to make the menu appear, select "tool" + "various" + "key of light" to open the Gate of Time to teleport to Governor Shrine B2.

Governor Shrine

Walk all the way back to 2F. Leave the shrine, and then go to Bavaris Position.

Bavaris Position

Go to the upper right to tower 1F, and go in front of the lightish color door. Press the A button to make the menu appear, select "tool" + "various" + "key of Grande" to open that door. Then, go thru that door, search the treasure chest for ray sword (3-12). After that, leave, and go all the way back to Governor Shrine.

Governor Shrine

On 1F, go thru either door. There are two small separate rooms on the right and left side with locked doors. Go in front of those two lightish color door. Press the A button to make the menu appear, select "tool" + "various" + "key of Grande" to open that door. Then, go thru that door, search the treasure chests for the shrine maiden's crown (4-12) and neo shield (5-12). After that, go back to the entrance area, and go thru the door on the left to 2F. Now, go all the way back to B2. Go in front of the Gate of Time, and press the A button to make the menu appear, select "tool" + "various"+ "key of light" to open the Gate of Time to teleport to Governor Shrine B1 in Edona's Capital.

Edona's Capital

In Governor Shrine, walk all the way back to 1F. Leave the shrine, and go to the left to the Magic Temple to 1F. Go in front of the darkish color door. Press the A button to make the menu appear, select "tool" + "various" + "key of Grande" to open that door. Then, go thru that door, search the treasure chest for the mysterious scroll. After that, leave, and go to the right side of Governor Shrine's building to Edona's Tower.

Edona's Tower

Go to 4F, and go in front of the lightish color door. Press the A button to make the menu appear, select "tool" + "various" + "key of Grande" to open that door. Then, go thru that door, search the treasure chest for the shrine maiden's thin kimono (6-12). Now, press the A button to make the menu appear, select "tool" + "properties" + "mole call" + "use it" to leave the tower. After that, leave, and go all the way back to the Ruins of Grande.

Ruins of Grande

Go to B3, and go in front of the lightish color door. Press the A button to make the menu appear, select "tool" + "various" + "key of Grande" to open that door. Then, go thru that door, search the treasure chest for soul helm (7-12). Now, press the A button to make the menu appear, select "tool" + "properties" + "mole call" + "use it" to leave the ruins. After that, go all the way back to the Cave of Treasures.

Cave of Treasures

Go to B4, and go in front of the darkish color door. Press the A button to make the menu appear, select "tool" + "various" + "key of Grande" to open that door. Then, go thru that door, search the treasure chest for Ramu's shield (8-12). Now, press the A button to make the menu appear, select "tool" + "properties" + "mole call" to leave the cave. After that, go all the way back to the Cave of Darkness.

Cave of Darkness

Go to B3, and go in front of the darkish color door. Press the A button to make the menu appear, select "tool" + "various" + "key of Grande" to open that door. Then, go thru that door, search the treasure chest for powered suit (9-12). Now, press the A button to make the menu appear, select "tool" + "properties" + "mole call" to leave the cave. After that, go all the way back to Rigold's Capital.

Rigold's Capital

Go to the far upper left corner to the Guard's Tower 1F. Go in front of the darkish color door. Press the A button to make the menu appear, select "tool" + "various" + "key of Grande" to open that door. Then, go thru that door, and speak to Choina who will give you the clerical robe of prophesy (10-12). Go to the Governor Shrine, and go to B1. Go all the way to the left. Go in front of the Gate of Time. Press the A button to make the menu appear, select "tool" + "various" + "key of light" to open the Gate of Time to teleport to the Closed Area.

Closed Area

Go thru the door at the bottom to leave the transmission room. Go thru the door in the far upper left to the robot control room. Search the dumpster on the right for the battery. Leave, and go to the lower left side, and speak

to the robot Eeahl. Choose "yes" to give Eeahl the battery, and he will give you the psycho shield (11-12). Go back into the Transmission Room, and go in front of the Gate of Time in the lower right. Press the A button to make the menu appear, select "tool" + "various" + "key of light" to open the Gate of Time to teleport to Governor Shrine B1 in Edona's Capital.

Edona's Capital

In Governor Shrine, walk all the way back to 1F. Leave the shrine, and go to the Magic Temple to 2F. After giving Baruru the mysterious scroll, he will give you the prayer ball (12-12). After that, leave, and go all the way back to the Ruins of Grande.

Ruins of Grande

Go to B1, and go in front of the lightish color door. Press the A button to make the menu appear, select "tool" + "various" + "key of Grande" to open that door. As Derain leaves the group, Array Blue will take his place. Now, fight Golbas. After defeating Golbas, Golbas will transform so the group has to fight him again. After defeating Golbas finally, the group gets 6000EXP and 2000G. Now, press the A button to make the menu appear, select "tool" + "properties" + "mole call" to leave the ruins. After that, go all the way back to Rigold's Capital.

Rigold's Capital

Go to the pawnshop, and pick up the Governors' equipments. Make sure to equip those 12 equipments on the four members in the group. Make sure to buy about 24 hook ropes at the tool shop. Now, go to the Governor Shrine, and go to B1. Go all the way to the left. Go in front of the Gate of Time. Press the A button to make the menu appear, select "tool" + "various" + "key of light" to open the Gate of Time to teleport to the Transmission Room.

Transmission Room

Go through the door at the bottom to leave the transmission room to enter the Closed Area.

Closed Area

Go through the door on the left that is above the door you just came through and go into the automatic selling center. In this room, there are machines selling of money exchange (gold for magic stone pieces), tool, an inn, protector, and weapon. Just standing between the computer screen and the icon image, and then press the B button to make the menu appear. Make sure to buy about 33 hand bridges at the automatic tool shop. After that, leave and go back to the Transmission Room.

Transmission Room

Now, go in front of the Gate of Time that is in the top middle. Press the A button to make the menu appear, select "tool" + "various" + "key of light" to open the Gate of Time to teleport to the Central Control Room.

Central Control Room

On 1B, use the hand bridge to get across the open spaces, and the hook rope to go down the square dark holes. I recommend LV42-44 for Fana, Tao Ho & Ryu, and LV39 for Array Blue. The items in the weird color looking treasure chests found along the way are Edda's secret medicine, hook ropex2, Digan's

magic stone x5, hand bridge, tokashizake, magic sword luva. On 1B, go down, right, down, down, left, left, up, right and go down the hole to 2B. On 2B, go left, and go down the hole to 3B. On 3B, go left, down, down, right, right, right, right, up to where the final boss, Suhl, is at. Fight Suhl three times. After defeating Suhl, the group gets 0EXP & 0G, and heavenly fire. During the event at the Landing Place, choose "no" to Fana's question.

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THE END

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Version 1.5

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